

Instant Software™

Peterborough, N.H. 03458 USA

A division of Wayne Green Inc.

PROGRAM DOCUMENTATION

TRS-80*
Model I & Model III
Level II, 16K
PMC Compatible

**Danger In
Orbit**

0237R

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Loading the Program

The Danger in Orbit game is written in machine language. Its title page is written in BASIC.

Rewind the tape to the start and put the EAR and the REMOTE plugs in place. Press <ENTER> in response to the MEM SIZE? prompt. When the READY prompt appears type CLOAD, press <ENTER>, and press PLAY on your recorder. When the READY prompt reappears, type RUN and press <ENTER>. You will then see the Instant Software logo and the title of the program. At this point you will be instructed to type DANGER and press <ENTER>. The game will load and you will see *?. Type </> and press <ENTER>. Do not turn off the tape recorder until you see the *? prompt!

Running the Game

When you first run the game, you'll see the game title and a few asteroids floating around. The game is started by pressing <1> for a fast paced game or the <2> key for a slightly slower version. (We highly recommend the slower version for beginners.)

The object of Danger in Orbit is simple, destroy as many asteroids and alien ships as possible before all your ships are destroyed.

Your ship is armed with an anti-matter cannon. When a large asteroid is hit with a cannon blast, it splits into two medium sized asteroids which zoom off in random directions. When these medium sized asteroids are hit, they break into even smaller asteroids.

The alien ships may approach your location from any direction. They will be firing in random directions. They are as vulnerable as you are and can be destroyed by a cannon blast or by hitting an asteroid. When an alien ship appears, an alarm will sound.

Points are scored as follows:

Large asteroid = 20
Medium asteroid = 50
Small asteroid = 100
Alien ships = 200

The screen will display your score, the amount of fuel remaining and the number of ships you have left. A tone sounds each time 1,000 points are scored. In addition, for every 10,000 points scored, you'll receive another ship. The game high score is displayed and, if necessary, updated at the end of a game.

The game ends when the "SHIPS LEFT =" indicator reaches zero. You will hear four, low tones. To return to the title page, press <ENTER>. A new game may be started by pressing the <1> or <2> keys as described above. To stop a game, press <SHIFT> and <BREAK> simultaneously.

Ship Controls

The LEFT and RIGHT ARROWS <←> and <→> are the steering controls. Use these keys to change the direction in which the ship points. The steering controls do not consume any fuel.

<SPACE BAR> is the firing control. Pressing the space bar fires up to four shots at one time.

The UP ARROW <↑> fires your ship's engine. This accelerates the ship in the direction it is pointing. To stop the ship, use the steering controls to point it in the opposite direction and fire the engine until the ship maintains position. When the engine is used, fuel is consumed in 10 unit increments.

<Q> is your hyperspace control. When you use this control, your ship will disappear from the screen and reappear at a random location. Hyperspacing uses 200 fuel units per jump.

Playing the Game

At the start of a game, your score will be 00000, you'll have 3000 units of fuel and three ships (one on the screen and two in reserve).

Every time a ship is hit by either an asteroid or an alien ship's cannon fire, it is destroyed. If you have any remaining ships, another will appear on the screen as soon as a clear space becomes available. However, the trick is not to let your ships get destroyed.

There are three ways to do this. The first method is to shoot everything in sight. A bit unsubtle, but very effective.

The second method is to use the hyperspace command. This command is very handy when asteroids are coming at you from three different directions. The only drawback is that your ship might reappear IN an asteroid and be destroyed.

The third method is to move using your ship's engine. This is a good alternative, as long as the fuel holds out. If you run out of fuel, you can't use the hyperspace control either.

Your ship, the asteroids, the alien ships and the cannon fire can wrap around the screen. So, if your ship is moving off the top of the screen, it will reappear at the bottom, still moving in the same direction. However, you can't shoot yourself with your own cannon fire.

Command Summary

<←> and <→> Steering controls.

<SPACE BAR> = Firing control.

<↑> Engine control.

<Q> = Hyperspace control.

Sound Option

To get sound from a TRS-80, you must first load the program according to the instructions in this booklet. Danger in Orbit is a machine language program, so please read the directions carefully.

After loading the program, disconnect all the plugs from your cassette recorder and remove the program cassette. Take the earphone that came along with your recorder, or any earphone with the proper-sized plug, and insert it into the EAR jack. Insert the large gray plug in the AUX jack and the dummy plug into the MIC jack. Reach into the recorder and push back the interlock switch, located in the left rear corner of the cassette compartment. At the same time push down both the RECORD and PLAY buttons. The recorder is now on, and the spindles should start turning. When you run the program, you should be able to hear sounds through the earphone.

A simpler method, and one that will allow more people to hear the sounds, is to use a speaker/amplifier (e.g., Radio Shack's part #277-10008 or the equivalent). Just connect the large gray plug to the speaker/amplifier, and adjust the volume for comfortable listening.

NOTES

Our Guarantee

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Defective software may be returned for exact replacement at no cost to you, or for full credit, within thirty days of the invoice date. You **MUST** enclose dated proof of purchase for any replacement to be made, so please keep your invoice.

Should a disk or cassette become defective after thirty days, Instant Software will still protect you. You may return the defective cassette along with \$4.00, or the disk with \$5.00 for a replacement. Again, you must provide us with a copy of your invoice for any return to be made.

Copyright

This program is protected by copyright. This means that it is illegal to make a copy of the cassette or of a listing of the program. *Any* copy. We feel strongly enough about this to offer a \$10,000 reward for the conviction of anyone copying this program. This means that when your life-long friend and bosom buddy asks you to run off a copy for him, you have, at that moment, to decide whether he wants the program or the ten thou. If you do decide to make the copy, you'd better be very nice to said friend from then on.

Better, if someone is insistent, is to give them the money to buy a cassette of their own. It could be cheaper in the long run.

Why the fuss? We want to make sure that programmers are paid for their programs and paid well. The more money we can pay in royalties, the better programs you'll have.

Improvements

There are very few programs which cannot be improved. If you work out some improvements to this program, it could be worth your while to send them in for possible use in an updated version of the program. Those who contribute to an updated program will share in the royalties which result. Instant Software Inc., Peterborough, NH 03458.

Disclaimer

Nothing in this world is completely perfect, including this program. I say this despite the yeoman efforts of the programmer who originally wrote and debugged it and the people in the Instant Software lab who worked far into the New Hampshire nights, all toward providing you with the best possible program.

Please enjoy it. If you come up with any improvements, you should let me know so I can pass along your ideas to other users.

Please note that there is no warranty expressed or implied that this program is going to do anything other than load and work. We don't guarantee that you will enjoy the game programs, that you will make or save money with business programs, or learn anything from educational programs. We don't guarantee that you will lose weight with a dieting program or avoid disasters with a biorhythm program. But if any program causes suffering (other than acute aggravation) or misfortune, we want to hear about it by mail, not through your lawyer. You are entirely on your own in using the programs.

If you run into problems while using a program, you can communicate with us...preferably by mail, and we'll try to help out. If a problem turns out to be commonplace, we'll put the update information in *Kilobaud Microcomputing*. You are supposed to read *Kilobaud Microcomputing* anyway.

Wayne Green